



Visual Artist Courtney Blazon: Pen and marker on paper, found objects and collage

"It wasn't until I graduated from art school that I stumbled upon markers," writes Courtney Blazon. "At first I used them on specially designed marker surfaces, but eventually started using hot press printmaking paper with the markers, and suddenly I felt able to convey all the ideas I had in my imagination ..."

The artist decided to incorporate three-dimensional elements into her bodies of work. "I have always been fascinated by dollhouses and natural history, so I conceived an entire natural history expedition... I built from the ground up a dollhouse and furnished it with hand drawn wallpaper, made-up creatures, as well as found natural history objects. ...I drew a series of 10 drawings and an entire history and story of the island, the dollhouse, as well as the girl the story was built around."

Blazon has been teaching herself to sculpt figures out of polymer clay, and says the process has opened up a new world of possibilities. "I love the idea of making a 3D figure in a multiform environment, that I can then create a whole world around in a 2D way.

About the samples she submitted in her application to illustrate the arc of her artistic innovation, Courtney writes, "I was beginning to mash up myths and fables more often with natural history and science, the very things I have the most interest in, and although it was exactly what I wanted to say, I felt that the concept was open to interpretation for the viewer if that's what they wanted.

Panel members observed a nice combination of good painting, assemblages and arrangement of things, and described her work as very clever. Her work intelligently combines multiple visual genres in huge, ambitious pages. The panel felt that Blazon has developed a language and reaches out to the audience, involving them in the storytelling process.